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THE FORCE AWAKENS

INCREDIBLE CROSS-SECTIONS

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STAR WARS

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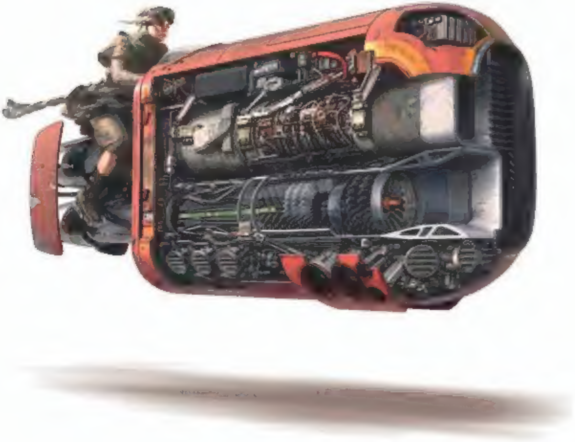

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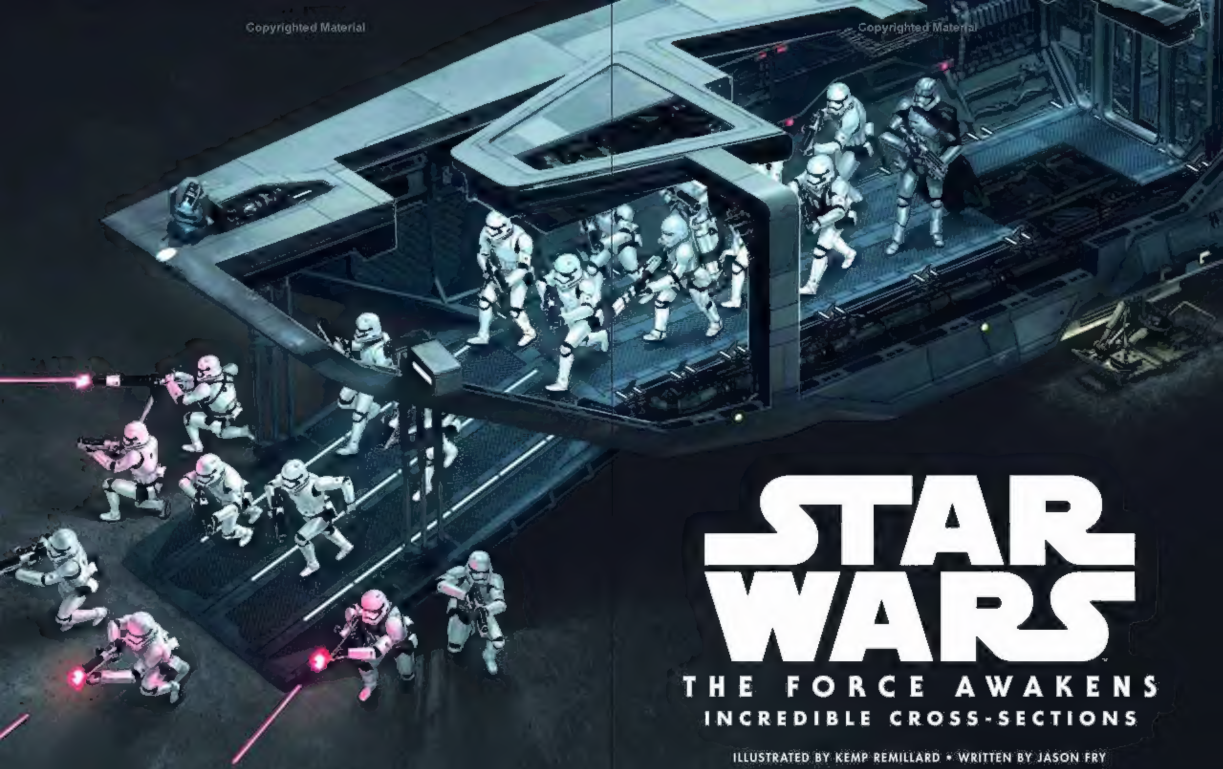

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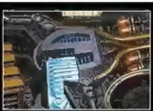
INTRODUCTION

GALACTIC CIVILIZATION relies on technologies that have existed for millennia. Faster-than-light communication and travel are routine, and even commonplace devices often boast vast amounts of computing power. Droids serve as cheap and expendable labor on countless planets, taking myriad forms to perform tasks too complicated, dangerous, or tedious for their organic masters. The galaxy's factions also have access to weapons of terrifying power, and defensive capabilities meant to neutralize them. Throughout the long history of the galaxy, war has always spurred technological innovation. The galaxy now finds itself on the cusp of a new conflict that will prove no exception. The First Order has risen from the ruins of the Galactic Empire, and mobilizes for war with the New Republic, armed with the horrific products of its secret research laboratories.

VEHICLE TECHNOLOGY

HYPERDRIVES

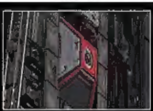


Hyperdrives allow ships to travel faster than light, crossing the void between stars through the alternate dimension of hyperspace. Hypermatter particles hurl a ship into hyperspace while preserving its mass/energy profile, sending it along a programmed course until it drops back into normal space at its destination. Large objects in normal space cast "mass shadows" in hyperspace, so hyperspace jumps must be precisely calculated to avoid deadly collisions.

GRAVITY

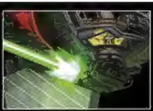
A number of galactic technologies work by manipulating gravity. Repulsorlifts allow a craft to hover or fly over a planet's surface by pushing against its gravity, producing thrust, while acceleration compensators keep starship crews alive during high-speed maneuvers. Tractor beams manipulate gravitational forces to push or pull objects, while interdiction fields create gravitational shadows that interfere with faster-than-light travel, pinning ships in normal space or yanking them out of hyperspace.

SENSORS



Sensors gather information about the area surrounding a vehicle, highlighting threats and hazards. Passive-mode sensors repeatedly scan the same area, scan-mode sensors have a longer range and collect data by emitting pulses in all directions, and search-mode sensors focus on a specific area for analysis. Data accumulated from scans is then fed into a sensor computer and relayed to a vehicle's operator. Most starships have sensor suites that analyze a wide range of spectra.

ENERGY WEAPONS



Laser cannons and turbolasers are based on the same principle as handheld blasters: energy-rich gas is converted to a glowing particle beam that can melt through targets. The largest such weapons are powerful enough to crack a planet's core. Starships also use ion cannons, which overwhelm electronic systems with ionized energy bursts, and physical ordnance such as concussion missiles and proton torpedoes, whose energy warheads release clouds of high-velocity proton particles.

POWER SOURCES

Vehicles use a range of power technologies, most of which date back to the Republic's earliest days. The most common are chemical, fission, or fusion reactors, which consume a variety of fuels based on local resources. Large starships opt for fusion systems that contain hypermatter-annihilation cores, generating vast amounts of power. Many starship fuels are hazardous to organic beings, circulating in ship systems as corrosive liquids or combustible and poisonous gases.

SHIELDS

Shields are protective force fields that repel solid objects or absorb energy. Concussion shields repel space debris, while two varieties of deflector shield protect craft in battle. Ray shields deflect or scatter energy beams, while particle shields diffuse impacts from high-velocity projectiles and proton weapons. A shield's intensity gradually diminishes with distance from its projector. Most starships use a combination of ray and particle shielding for the most reliable protection.

[illegible]

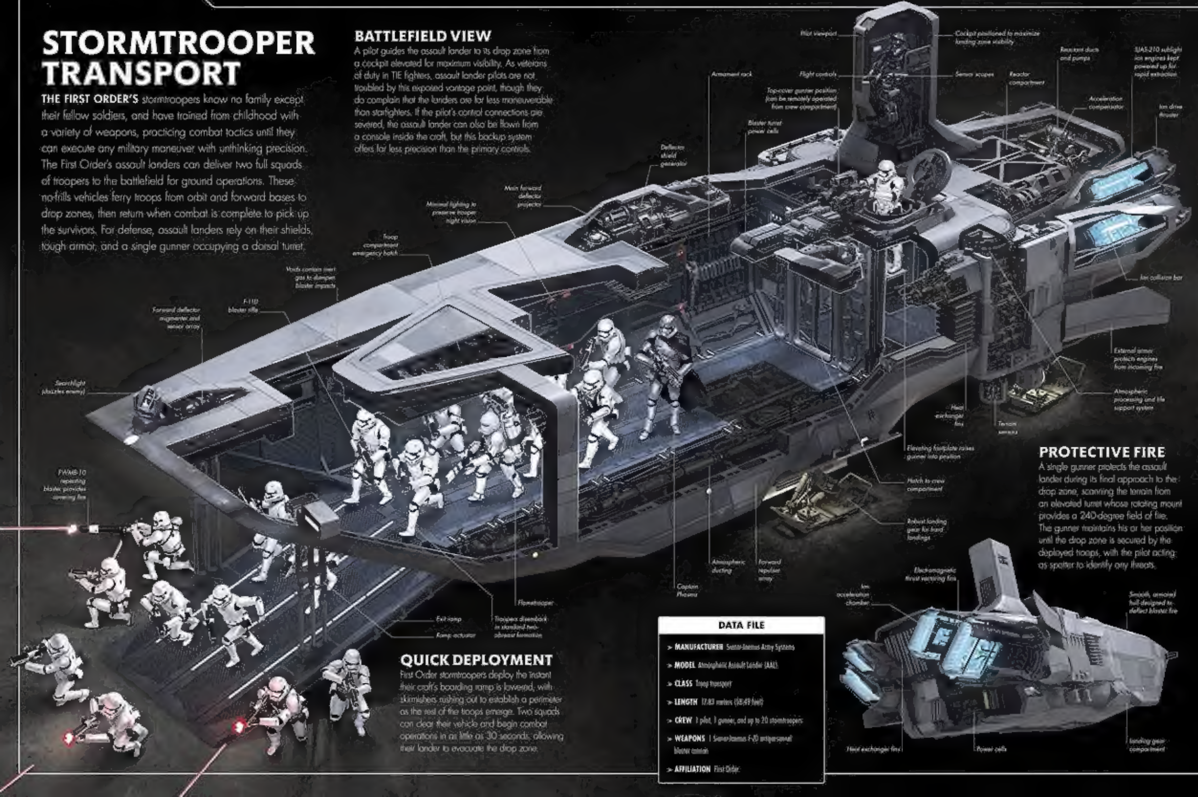
Pursued by the First Order's TIE fighters, Rey pilots the *Millennium Falcon* through the area of Jakku she knows best, seeking shelter within the hollowed-out wrecks that make up the Starship Graveyard.

STORMTROOPER TRANSPORT

THE FIRST ORDER'S stormtroopers know no family except their fellow soldiers, and have trained from childhood with a variety of weapons, practicing combat tactics until they can execute any military maneuver with unthinking precision. The First Order's assault landers can deliver two full squads of troopers to the battlefield for ground operations. These no-frills vehicles ferry troops from orbit and forward bases to drop zones, then return when combat is complete to pick up the survivors. For defense, assault landers rely on their shields, tough armor, and a single gunner occupying a dorsal turret.

BATTLEFIELD VIEW

A pilot guides the assault lander to its drop zone from a cockpit elevated for maximum visibility. As veterans of duty in TIE fighters, assault lander pilots are not troubled by this exposed vantage point, though they do complain that the landers are far less maneuverable than starfighters. If the pilot's control connections are severed, the assault lander can also be flown from a console inside the craft, but this backup system offers far less precision than the primary controls.


Pilot viewport
Cockpit positioned to maximize landing zone visibility
Flight controls
Sensor scopes
Armament rack
Top-cover gunner position (can be remotely operated from crew compartment)
Reactor compartment
Reactant ducts and pumps
SJAS-210 sublight ion engines kept powered up for rapid extraction
Acceleration compensator
Ion drive thruster
Blaster turret power cells
Deflector shield generator
Main forward deflector projector
Minimal lighting to preserve trooper night vision
Troop compartment emergency hatch
Voids contain inert gas to dampen blaster impacts
F-11D blaster rifle
Forward deflector augmenter and sensor array
Searchlight (dazzles enemy)
FWMB-10 repeating blaster provides covering fire
Ion collision bar
External armor protects engines from incoming fire
Atmospheric processing and life support system
Heat exchanger fins
Terrain sensors
Elevating footplate raises gunner into position
Hatch to crew compartment
Robust landing gear for hard landings
Atmospheric ducting
Forward repulsor array
Captain Phasma
Flametrooper
Exit ramp
Ramp actuator
Troopers disembark in standard two-abreast formation
Electromagnetic thrust vectoring fins
Ion acceleration chamber
Smooth, armored hull designed to deflect blaster fire
Heat exchanger fins
Power cells
Landing gear compartment

QUICK DEPLOYMENT

First Order stormtroopers deploy the instant their craft's boarding ramp is lowered, with skirmishers rushing out to establish a perimeter as the rest of the troops emerge. Two squads can clear their vehicle and begin combat operations in as little as 30 seconds, allowing their lander to evacuate the drop zone.

PROTECTIVE FIRE

A single gunner protects the assault lander during its final approach to the drop zone, scanning the terrain from an elevated turret whose rotating mount provides a 240-degree field of fire. The gunner maintains his or her position until the drop zone is secured by the deployed troops, with the pilot acting as spotter to identify any threats.

DATA FILE

- **MANUFACTURER** Sienar-Jaemus Army Systems
- **MODEL** Atmospheric Assault Lander (AAL)
- **CLASS** Troop transport
- **LENGTH** 17.83 meters (58.49 feet)
- **CREW** 1 pilot, 1 gunner, and up to 20 stormtroopers
- **WEAPONS** 1 Sienar-Jaemus F-20 antipersonnel blaster cannon
- **AFFILIATION** First Order

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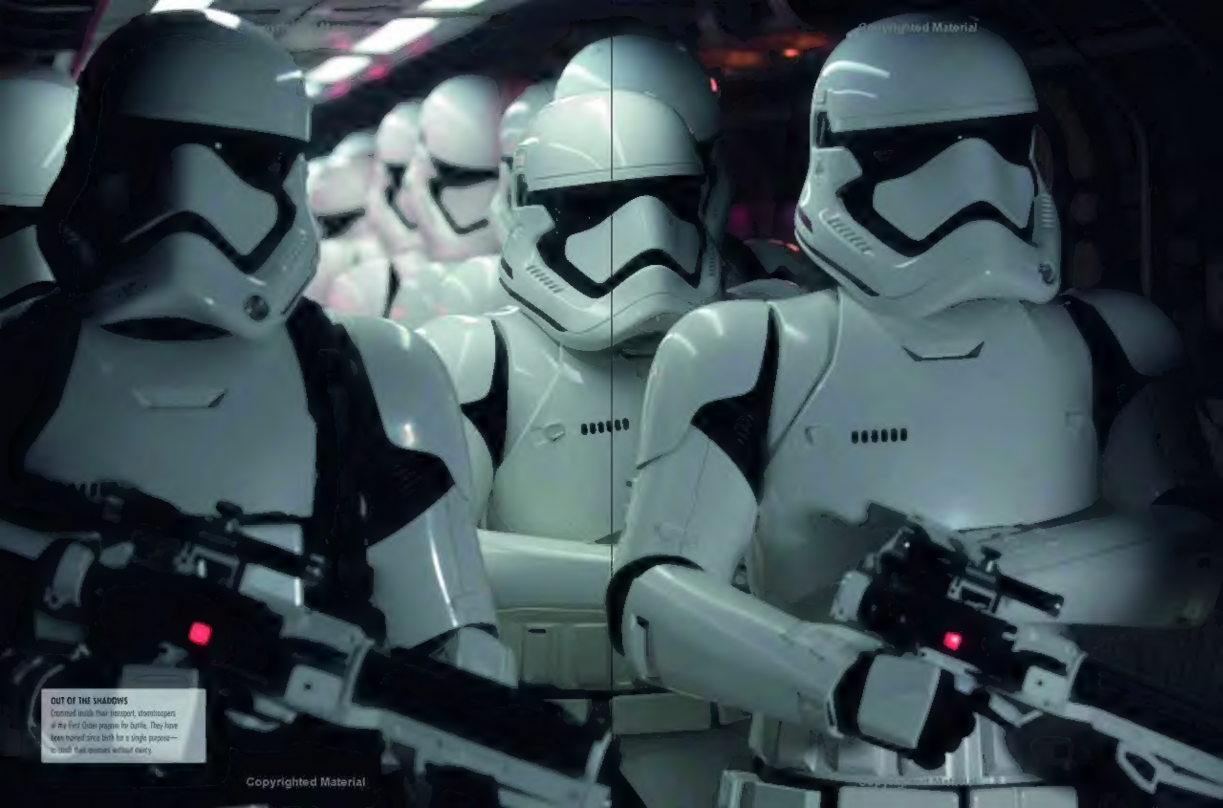

OUT OF THE SHADOWS
Crammed inside their transport, stormtroopers of the First Order prepare for battle. They have been trained since birth for a single purpose—to crush their enemies without mercy.

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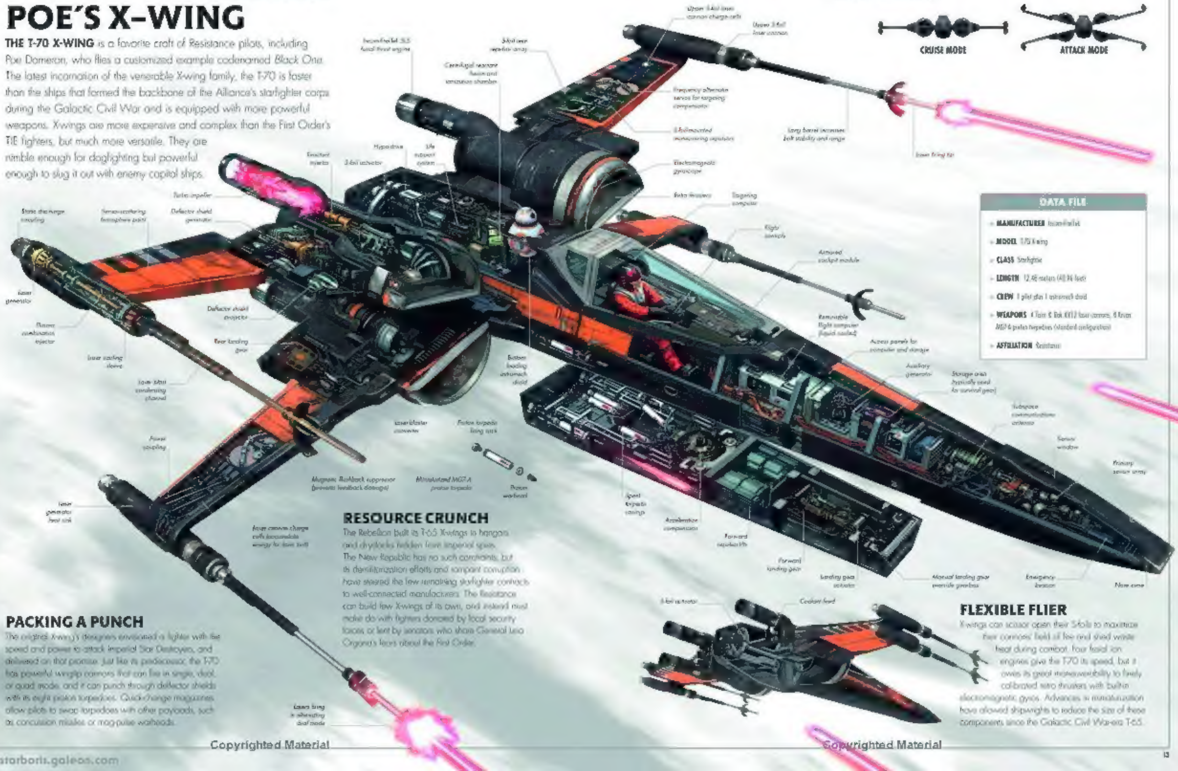
POE'S X-WING

THE T-70 X-WING is a favorite craft of Resistance pilots, including Poe Dameron, who flies a customized example codenamed *Black One*. The latest incarnation of the venerable X-wing family, the T-70 is faster than the ships that formed the backbone of the Alliance's starfighter corps during the Galactic Civil War and is equipped with more powerful weapons. X-wings are more expensive and complex than the First Order's TIE fighters, but much more versatile. They are nimble enough for dogfighting but powerful enough to slug it out with enemy capital ships.


CRUISE MODE
ATTACK MODE
Upper S-foil laser cannon charge cells
Upper S-foil laser cannon
Incom-FreiTek 5L5 fusial thrust engine
S-foil heat radiator array
Centrifugal reactant fusion and ionization chamber
Frequency alternator servos for targeting compensator
S-foil-mounted maneuvering repulsors
Long barrel increases bolt stability and range
Laser firing tip
Electromagnetic gyroscope
Hypodrive
Life support system
Reactant injector
S-foil actuator
Retro thrusters
Targeting computer
Flight controls
Turbo impeller
Static discharge coupling
Sensor-scattering ferrosphere paint
Deflector shield generator
Laser generator
Plasma combustion injector
Laser cooling sleeve
Laser blast condensing channel
Deflector shield projector
Rear landing gear
Bottom loading astromech droid
Armored cockpit module
Removable flight computer (liquid cooled)
Access panels for computer and storage
Auxiliary generator
Storage area (typically used for survival gear)
Subspace communications antenna
Sensor window
Primary sensor array
Power coupling
Laser blaster converter
Proton torpedo firing tube
Magnetic flashback suppressor (prevents feedback damage)
Miniaturized MG7-A proton torpedo
Proton warhead
Laser generator heat sink
Laser cannon charge cells accumulate energy for laser bolt
Spent torpedo casings
Acceleration compensator
Forward repulsorlift
Forward landing gear
Landing gear actuator
Manual landing gear override gearbox
Emergency beacon
Nose cone
S-foil actuator
Coolant feed
Lasers firing in alternating dual mode

DATA FILE

- **MANUFACTURER** Incom-FreiTek
- **MODEL** T-70 X-wing
- **CLASS** Starfighter
- **LENGTH** 12.48 meters (40.94 feet)
- **CREW** 1 pilot plus 1 astromech droid
- **WEAPONS** 4 Taim & Bak KX12 laser cannons, 8 Krupx MG7-A proton torpedoes (standard configuration)
- **AFFILIATION** Resistance

RESOURCE CRUNCH

The Rebellion built its T-65 X-wings in hangars and drydocks hidden from Imperial spies. The New Republic has no such constraints, but its demilitarization efforts and rampant corruption have steered the few remaining starfighter contracts to well-connected manufacturers. The Resistance can build few X-wings of its own, and instead must make do with fighters donated by local security forces or lent by senators who share General Leia Organa's fears about the First Order.

PACKING A PUNCH

The original X-wing's designers envisioned a fighter with the speed and power to attack Imperial Star Destroyers, and delivered on that promise. Just like its predecessor, the T-70 has powerful wingtip cannons that can fire in single, dual, or quad mode, and it can punch through deflector shields with its eight proton torpedoes. Quick-change magazines allow pilots to swap torpedoes with other payloads, such as concussion missiles or mag-pulse warheads.

FLEXIBLE FLIER

X-wings can scissor open their S-foils to maximize their cannons' field of fire and shed waste heat during combat. Four fusial ion engines give the T-70 its speed, but it owes its great maneuverability to finely calibrated retro thrusters with built-in electromagnetic gyros. Advances in miniaturization have allowed shipwrights to reduce the size of these components since the Galactic Civil War-era T-65.

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ACES HIGH

Once upon a time, a brave young X-wing pilot destroyed the Galactic Empire's ultimate weapon. Now, a bold new generation of Resistance aces continue the fight against the First Order.

COMMAND SHUTTLE

THE FIRST ORDER'S top officers and dignitaries travel in bat-winged command shuttles, heavily guarded by TIE fighter escorts. Looking like dark birds of prey, command shuttles have formidable heavy laser cannons, but their biggest asset is their defensive capabilities. Advanced sensor suites in the upper wings monitor communications and scan for potential enemies long before they reach firing range, while the lower wings are lined with efficient shield projectors and powerful jammers. These technologies are the products of secret research conducted in the First Order's hidden shipyards and laboratories. One of these shuttles ferries the dark side apprentice Kylo Ren from the Star Destroyer *Finalizer* to the forlorn desert world of Jakku, in search of a secret that could allow Kylo to fulfil his destiny.

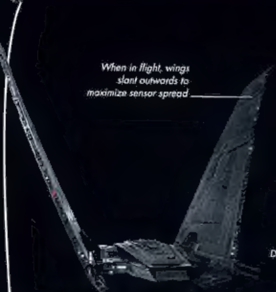
DATA FILE	
> **MANUFACTURER**	Sienar-Jaemus Fleet Systems
> **MODEL**	*Upsilon*-class shuttle
> **CLASS**	Transport
> **HEIGHT**	37.2 metres (122.04 feet) with wings extended
> **CREW**	1–5 plus up to 10 passengers
> **WEAPONS**	2 twin laser cannons
> **AFFILIATION**	First Order

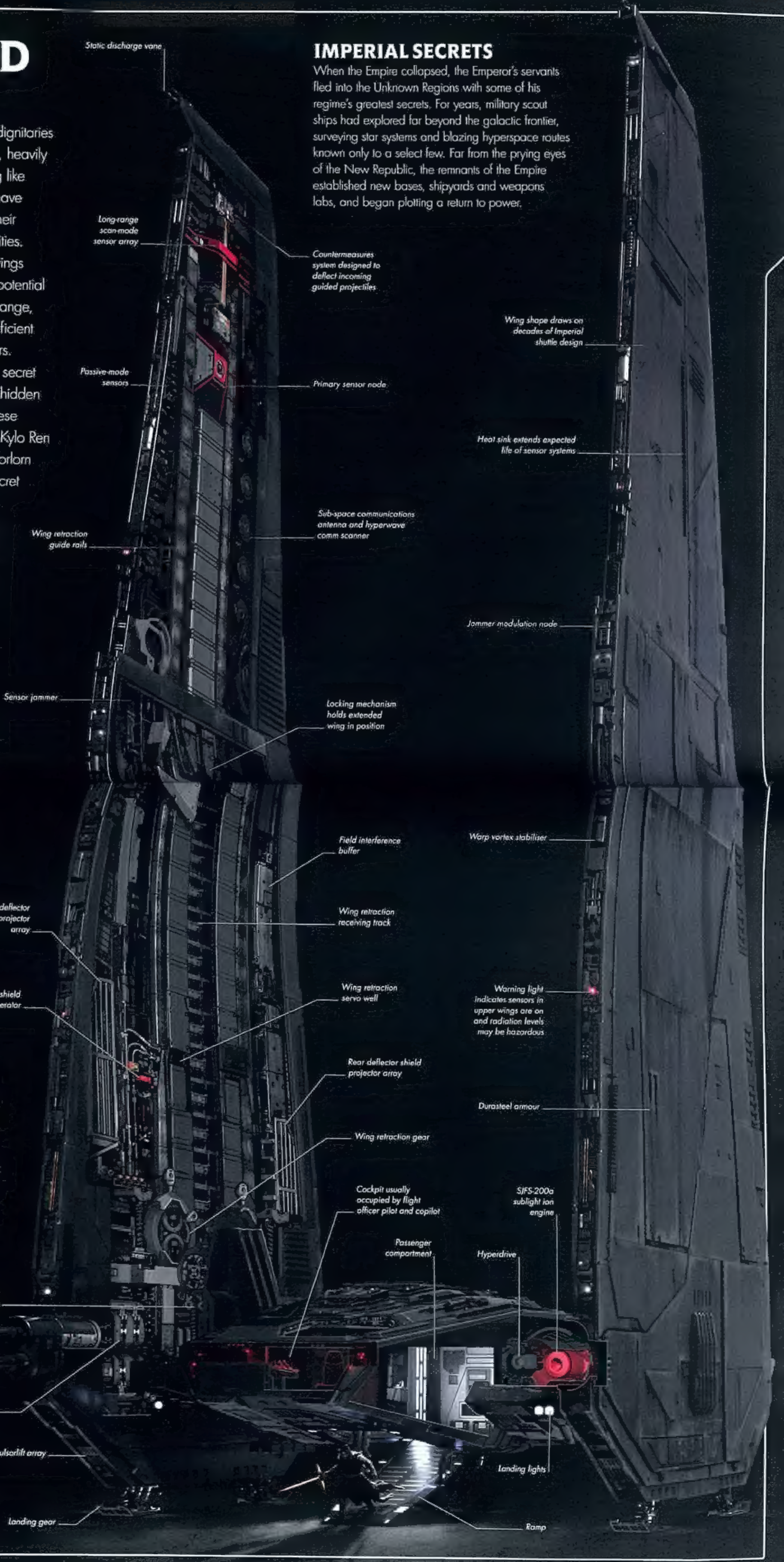
IMPERIAL SECRETS

When the Empire collapsed, the Emperor's servants fled into the Unknown Regions with some of his regime's greatest secrets. For years, military scout ships had explored far beyond the galactic frontier, surveying star systems and blazing hyperspace routes known only to a select few. Far from the prying eyes of the New Republic, the remnants of the Empire established new bases, shipyards and weapons labs, and began plotting a return to power.

PROTECTIVE WINGS

Upon landing, the command shuttle's wings swoop up and retract to half their in-flight height, encasing the long-range sensor arrays in the upper wings in protective armour. Powerful gears and shock springs protect both the sensors and the wing structure from damage. The lower wings' reinforced armour and potent shield generators protect the shuttle's crew cabin from enemy fire during takeoffs and landings, when the craft is stationary and most vulnerable to attack.


When in flight, wings slant outwards to maximize sensor spread


Static discharge vane
Long-range scan-mode sensor array
Countermeasures system designed to deflect incoming guided projectiles
Wing shape draws on decades of Imperial shuttle design
Passive-mode sensors
Primary sensor node
Heat sink extends expected life of sensor systems
Sub-space communications antenna and hyperwave comm scanner
Wing retraction guide rails
Jammer modulation node
Sensor jammer
Locking mechanism holds extended wing in position
Field interference buffer
Warp vortex stabiliser
Front deflector shield projector array
Wing retraction receiving track
Deflector shield generator
Wing retraction servo well
Warning light indicates sensors in upper wings are on and radiation levels may be hazardous
Rear deflector shield projector array
Durasteel armour
Wing retraction gear
Cockpit usually occupied by flight officer pilot and copilot
SJFS-200a sublight ion engine
Passenger compartment
Hyperdrive
Wing collapse shock springs minimise damage to sensitive machinery in extended wing
Twin heavy laser cannon
Laser cannon power cells
Repulsorlift array
Landing lights
Landing gear
Ramp

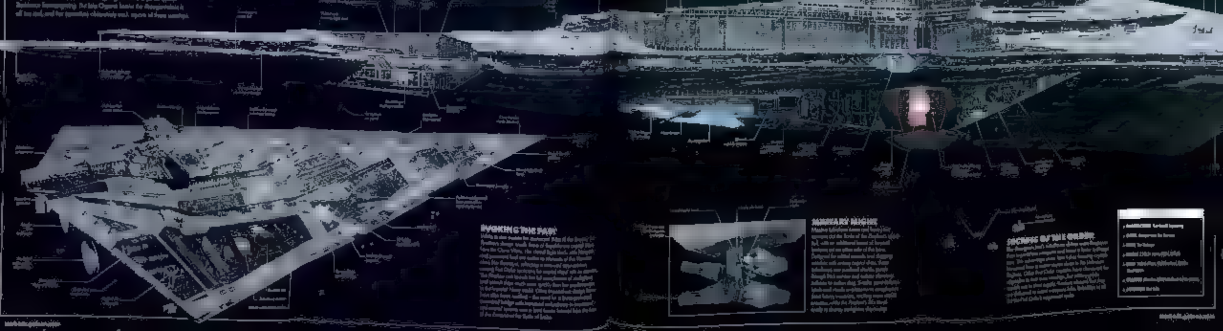
[illegible]

FINALIZER

THE POWERFUL FLAGSHIP used by General Hux and Kylo Ren, the *Finalizer* is the first of the new Resurgent-class Star Destroyers, whose size and firepower clearly violate the [illegible] between the New Republic and First Order governing capital ships. The *Finalizer's* heavy weapons are [illegible] by two wings of starfighters, [illegible] and a full legion of stormtroopers trained from birth for loyalty to the First Order. Many in the New Republic dismiss sightings of these ships as typical Resistance fearmongering. But Leia Organa knows the [illegible] is all too real, and her operatives [illegible] of these warships.

SYMBOL OF POWER

[illegible]



EVOKING THE PAST

[illegible]

MILITARY MIGHT

[illegible]

SECRETS OF THE ORDER

[illegible]

REY'S SPEEDER

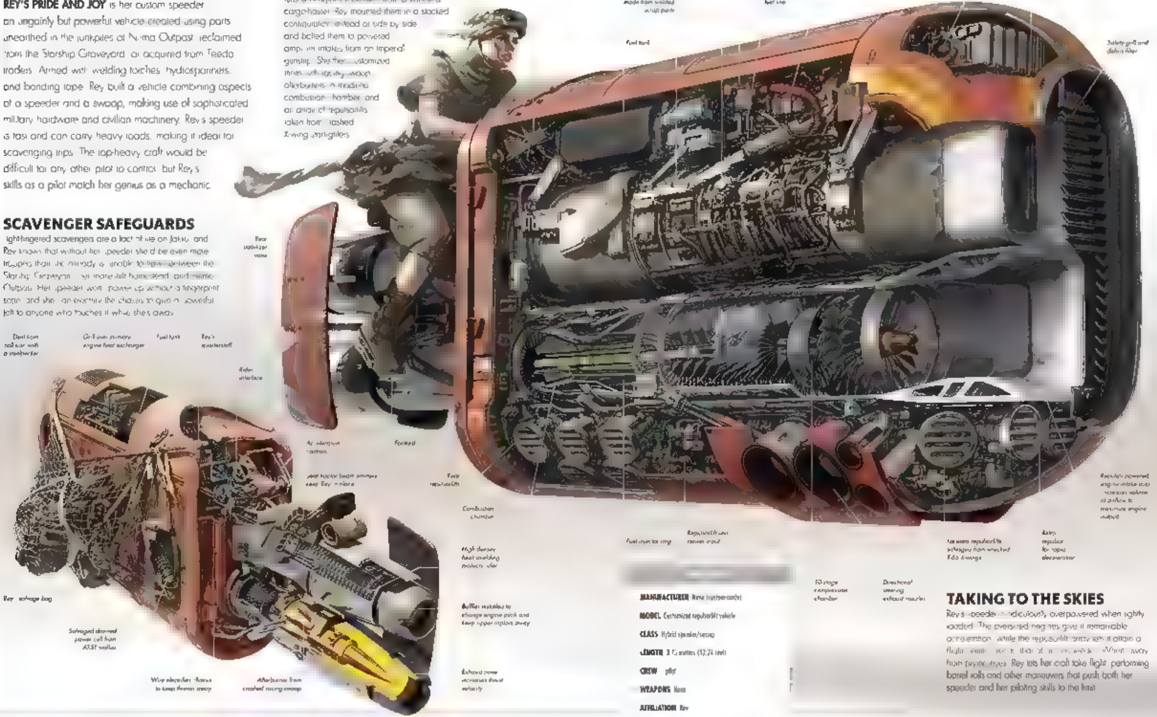
REY'S PRIDE AND JOY is her custom speeder, an ungainly but powerful vehicle created using parts unearthed in the junkpiles of Niima Outpost, reclaimed from the Starship Graveyard, or acquired from Teedo traders. Armed with welding torches, hydrospanners, and bonding tape, Rey built a vehicle combining aspects of a speeder and a swoop, making use of sophisticated military hardware and civilian machinery. Rey's speeder is fast and can carry heavy loads, making it ideal for scavenging trips. The top-heavy craft would be difficult for any other pilot to control, but Rey's skills as a pilot match her genius as a mechanic.

HYBRID VEHICLE

At the heart of Rey's speeder are powerful twin turbojet engines [illegible] a wrecked cargo-hauler. Rey mounted them in a stacked configuration instead of side by side and bolted them to powered [illegible] intakes from an Imperial gunship. She then customized them with [illegible] afterburners, a modified combustion chamber, and an array of repulsorlifts taken from crashed X-wing starfighters.

SCAVENGER SAFEGUARDS

Light-fingered scavengers are a fact of life on Jakku, and Rey knows that without her speeder she'd be even more trapped than she already is, unable to travel between the Starship Graveyard, her makeshift home, and Niima Outpost. Her speeder won't power up without a fingerprint scan, and she can electrify the chassis to give a powerful jolt to anyone who touches it while she's away.


CPU housing
Engine status sensor clusters
Fuel control node
Power cell for startup motor
Wires salvaged from X-wing flight computer
Primary heat exchanger
Heat exchange radiator
Stress-level bracing made from welded scrap parts
High-pressure fuel line
Fuel tank
Safety grill and debris filter
Rear stabilizer vane
Dust-a-pen roll bar with a [illegible]
Grill over primary engine heat exchanger
Fuel tank
Rey's quarterstaff
Rider interface
Air elevator controls
Footpad
[illegible] keep Rey in place
Rear repulsorlift
Combustion chamber
High-density heat-shielding [illegible]
Baffles [illegible] to change engine pitch and keep [illegible] away
Exhaust cone increases thrust velocity
Rey's salvage bag
Salvaged drained power cell from AT-ST walker
Wire [illegible] to keep thieves away
Afterburner from crashed racing swoop
Fuel injector ring
Repulsorlift power input
10-stage compression chamber
Directional steering exhaust nozzles
Forward repulsorlifts [illegible] from wrecked T-65 X-wings
Extra repulsor for rapid deceleration
Repulsor-powered engine intake [illegible] volume of airflow to maximize engine output

MANUFACTURER Rey (custom-made)

MODEL Customized repulsorlift vehicle

CLASS Hybrid speeder/swoop

LENGTH 3.[illegible] meters (12.74 feet)

CREW 1 pilot

WEAPONS None

AFFILIATION Rey

TAKING TO THE SKIES

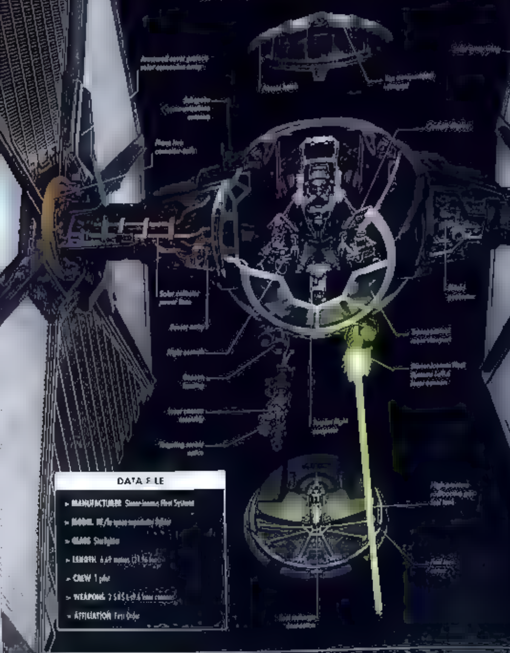
Rey's speeder is ridiculously overpowered when lightly loaded. The oversized engines give it remarkable acceleration, while the repulsorlift array lets it attain a [illegible] When away from prying eyes, Rey lets her craft take flight, performing barrel rolls and other maneuvers that push both her speeder and her piloting skills to the limit.

TIE FIGHTER

DECADES AFTER ITS introduction, the TIE fighter remains a symbol of power and prestige for the First Order. TIEs are primarily attack craft, using their twin ion engines to hunt down and swarm enemies. Like their Imperial ancestors, First Order TIEs lack hyperdrives, and thus are reserved for short-range combat missions. But where the Empire treated its pilots as expendable, the First Order values them as critical military assets. TIE cadets receive extensive training in secret flight schools far from space explored by the New Republic, and their fighters now boast onboard deflector shields to bolster their defences.

NEW TECHNOLOGIES

The Empire was a centralised war machine of terrifying power, able to build both massive capital ships and countless starfighters. Though more limited in resources, First Order engineers thrive under a less bureaucratic regime. Technological innovations that might have languished in Imperial war ministries or run afoul of interservice squabbling now have an easier path to production. Ships such as the TIE resemble their predecessors, but technological advances such as compact shield generators make them far more deadly.

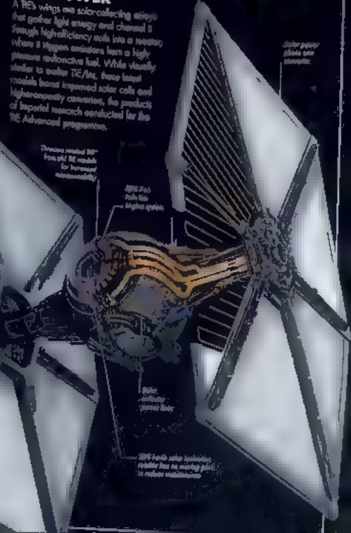


DATA FILE

- **MANUFACTURER** Sienar-Jaemus Fleet Systems
- **MODEL** TIE/fo space superiority fighter
- **CLASS** Starfighter
- **LENGTH** 6.69 metres (21.96 feet)
- **CREW** 1 pilot
- **WEAPONS** 2 SJFS L-s9.6 laser cannons
- **AFFILIATION** First Order

STAR POWER

A TIE's wings are solar-collecting arrays that gather light energy and channel it through high-efficiency cells into a reactor, where it triggers emissions from a high-pressure radioactive fuel. While visually similar to earlier TIE/lns, these latest models boast improved solar cells and higher-capacity converters, the products of Imperial research conducted for the TIE Advanced programme.



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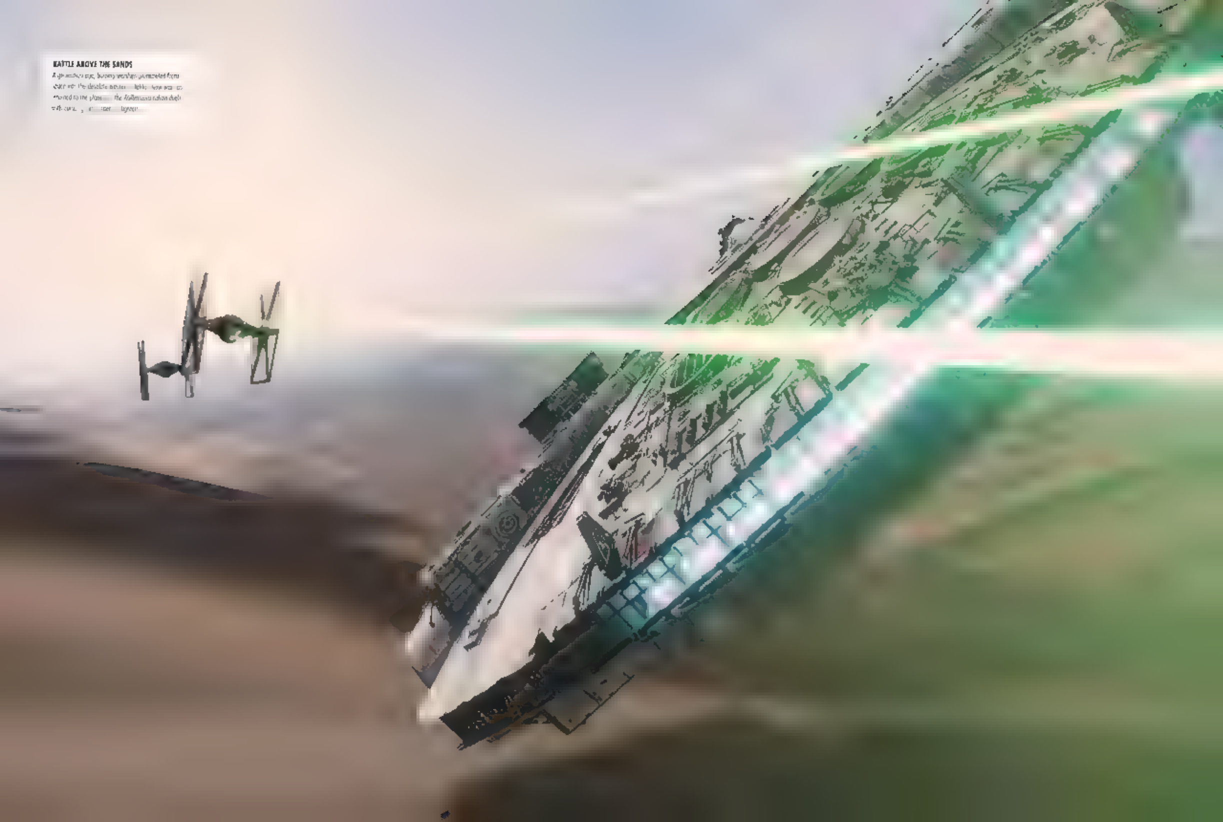
BATTLE ABOVE THE SANDS

A [illegible] ago, [illegible] warships plummeted from [illegible] into the desolate [illegible] [illegible]; [illegible] war has returned to the planet [illegible] the *Millennium Falcon* duels with [illegible] [illegible] fighters.

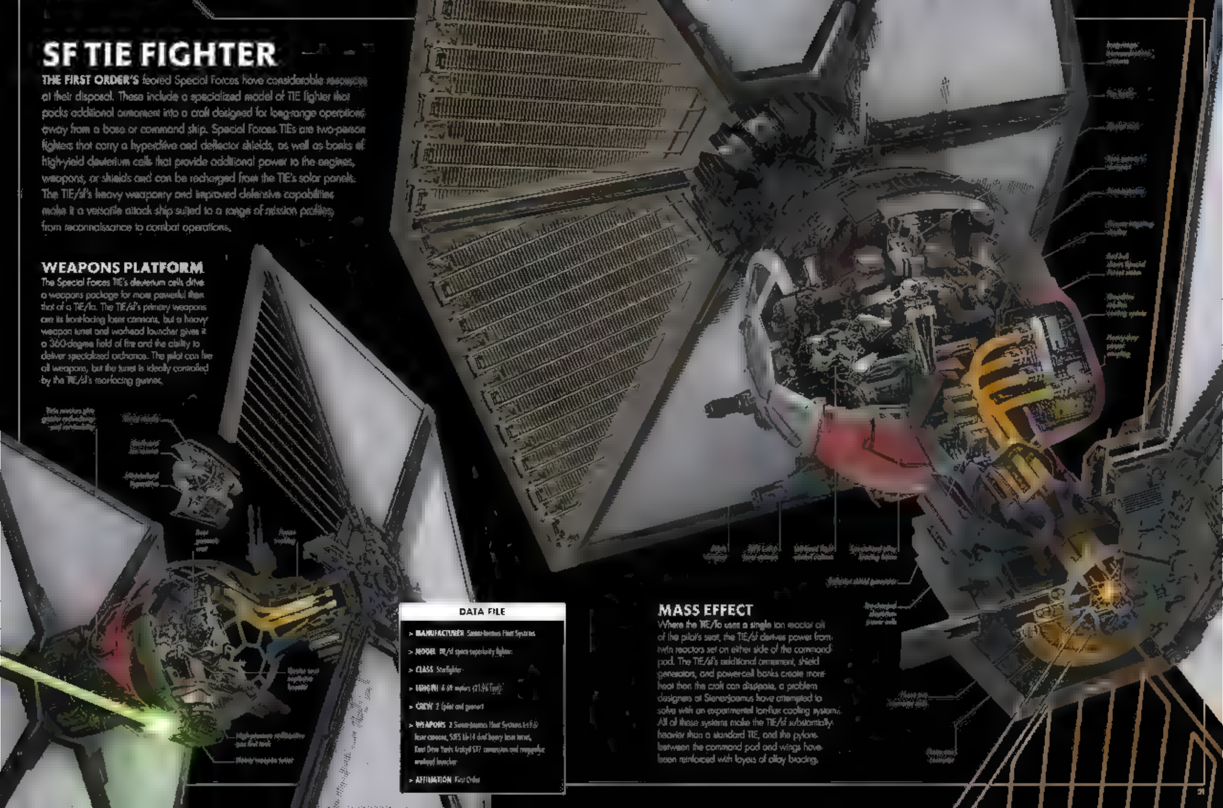


SF TIE FIGHTER

THE FIRST ORDER'S feared Special Forces have considerable resources at their disposal. These include a specialized model of TIE fighter that packs additional armament into a craft designed for long-range operations away from a base or command ship. Special Forces TIEs are two-person fighters that carry a hyperdrive and deflector shields, as well as banks of high-yield deuterium cells that provide additional power to the engines, weapons, or shields and can be recharged from the TIE's solar panels. The TIE/sf's heavy weaponry and improved defensive capabilities make it a versatile attack ship suited to a range of mission profiles, from reconnaissance to combat operations.

WEAPONS PLATFORM

The Special Forces TIE's deuterium cells drive a weapons package far more powerful than that of a TIE/fo. The TIE/sf's primary weapons are its front-facing laser cannons, but a heavy weapon turret and warhead launcher gives it a 360-degree field of fire and the ability to deliver specialized ordnance. The pilot can fire all weapons, but the turret is ideally controlled by the TIE/sf's rear-facing gunner.



DATA FILE

> **MANUFACTURER** Sienar-Jaemus Fleet Systems

> **MODEL** TIE/sf space superiority fighter

> **CLASS** Starfighter

> **LENGTH** 6.69 meters (21.95 feet)

> **CREW** 2 (pilot and gunner)

> **WEAPONS** 2 Sienar-Jaemus Fleet Systems L-s9.6 laser cannons, SJFS Lb-14 dual heavy laser turret, Kuat Drive Yards Arakyd ST7 concussion and magpulse warhead launcher

> **AFFILIATION** First Order

MASS EFFECT

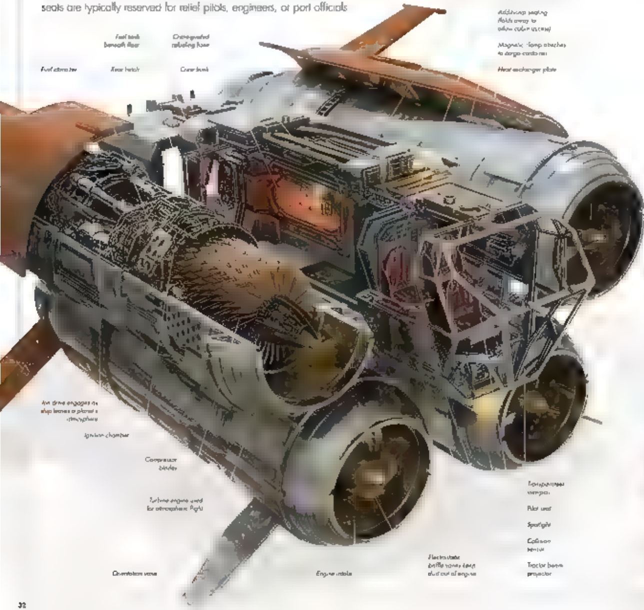
Where the TIE/fo uses a single ion reactor aft of the pilot's seat, the TIE/sf derives power from twin reactors set on either side of the command pod. The TIE/sf's additional armament, shield generators, and powercell banks create more heat than the craft can dissipate, a problem designers at Sienar-Jaemus have attempted to solve with an experimental ion-flux cooling system. All of these systems make the TIE/sf substantially heavier than a standard TIE, and the pylons between the command pod and wings have been reinforced with layers of alloy bracing.

QUADJUMPER

ORBITAL TRANSFER YARDS are busy places, where every second spent moving a freight container means credits lost from a shipping firm's bottom line. Quadjumpers attach magnetic clamps to the undersides of cargo containers, then use their quartet of massive thrusters to shove and yank the containers wherever the yard boss needs them to be. The quadjumper's bow cockpit is almost entirely viewports, giving the pilot maximum visibility amid the chaos of port. The other seats are typically reserved for relief pilots, engineers, or port officials.

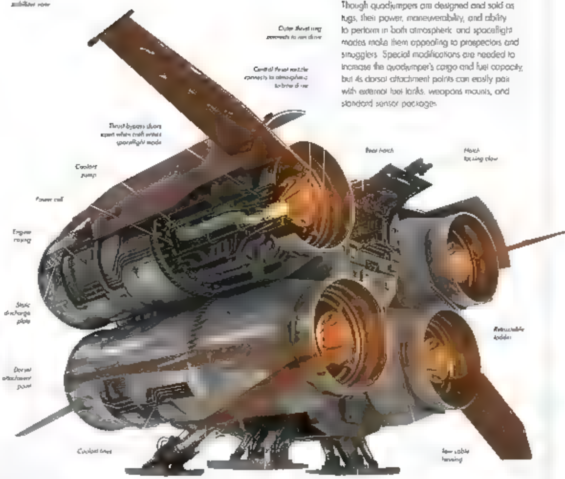
A TUGGER'S LIFE

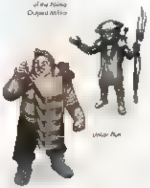
Captains of bulk freighters boast of flying from one side of the galaxy to the other, but most are helpless when it comes to seeing cargo across the final few kilometers between their hulls and their customers' hands. That job falls to spacetug pilots, and depends on their skill with throttles, control yokes, and tractor-beam emitters. Spacetug pilots are noticed only when they're in the way, and take perverse pride in that fact.


Cargo crane (retracted)
Additional seating folds away to allow cabin access
Magnetic clamp attaches to cargo container
Heat exchanger plate
Fuel tank beneath floor
Cross-grafted refueling hose
Fuel atomizer
Rear hatch
Crew bunk
Ion drive engages as ship leaves a planet's atmosphere
Ignition chamber
Compressor blades
Turbine engine used for atmospheric flight
Orientation vane
Engine intake
Electrostatic baffle vanes keep dust out of engines
Transparisteel viewport
Pilot seat
Spotlight
Collision sensor
Tractor beam projector

SPECIAL MODIFICATIONS

Though quadjumpers are designed and sold as tugs, their power, maneuverability, and ability to perform in both atmospheric and spaceflight modes make them appealing to prospectors and smugglers. Special modifications are needed to increase the quadjumper's cargo and fuel capacity, but its dorsal attachment points can easily pair with external fuel tanks, weapons mounts, and standard sensor packages.


Upper repulsor stabilizer vane
Outer thrust ring connects to ion drive
Central thrust nozzle connects to atmospheric turbine drive
Thrust bypass doors open when craft enters spaceflight mode
Coolant pump
Power cell
Engine casing
Static discharge plate
Dorsal attachment point
Coolant lines
Rear hatch
Hatch locking claw
Retractable ladder
Tow cable housing
Lower repulsor stabilizer vane
Landing gear hydraulics
Landing gear


Constable Zuvio of the Niima Outpost Militia
Unkar Plutt

BIG PLANS?

Jakku is light-years from the nearest transfer yard—the Empire's orbital facilities were reserved for military use, and blasted into scrap decades ago. So what is an unmodified quadjumper doing out on the edge of the Unknown Regions? Junk dealer Unkar Plutt is planning to buy it from a team of junk haulers who moonlight as arms dealers, and talks vaguely of how credits will roll in once his plans for the craft are set in motion. In the meantime, the quadjumper sits in Niima Outpost's Bay 3 next to the freighter Unkar keeps beneath a tarp.

MANUFACTURER Subpro

MODEL Quadrijet transfer spacetug

CLASS Spacetug

LENGTH 7.98 meters (26.18 feet)

CREW 1 pilot, plus up to 2 passengers

WEAPONS None

AFFILIATION For sale

MILLENNIUM FALCON

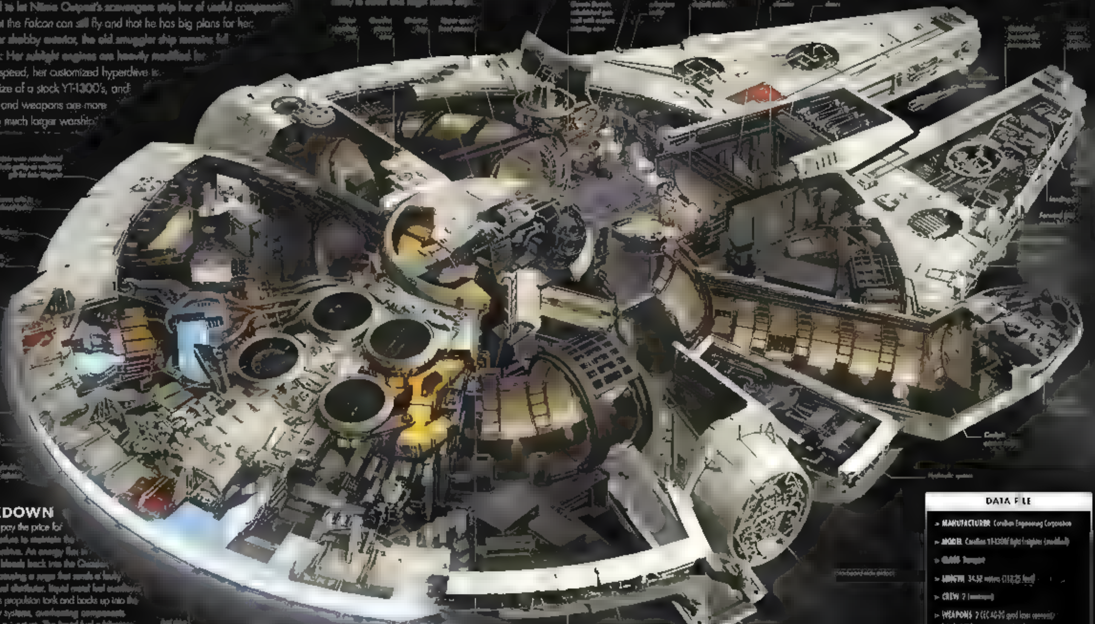
ONCE FAMOUS AS one of the galaxy's fastest starships, the *Millennium Falcon* has fallen on hard times, languishing beneath a tarp in Jakku's dilapidated spaceport. Unkar Plutt won't say how he acquired the battered freighter and has refused to let Niima Outpost's scavengers strip her of useful components, insisting that the *Falcon* can still fly and that he has big plans for her. Beneath her shabby exterior, the old smuggler ship remains full of surprises: Her sublight engines are heavily modified for additional speed, her customized hyperdrive is twice the size of a stock YT-1300's, and her shields and weapons are more suited for a much larger warship.

NEW PARTS

The *Falcon*'s military-grade rectenna snapped off during the Battle of Endor and has been replaced with a civilian model Corellian Engineering Corporation sensor dish, degrading the freighter's ability to detect and target hostile ships.

HUMBLE ORIGINS

The *Falcon*'s side-mounted cockpit and front-facing mandibles reveal her origins as an intermodal tug pushing containers in orbital freight yards. But as with many YT-1300s, an enterprising captain saw that her powerful engines and modular construction made her ideal for carrying cargoes of dubious legality.



BREAKDOWN

Rey and Finn pay the price for Unkar Plutt's failure to maintain the *Falcon*'s hyperdrive. An energy flux in the motivator bleeds back into the Girodyne power core, causing a surge that sends a faulty signal to the fuel distributor. Liquid metal fuel overflows the distributor's propulsion tank and backs up into the ship's auxiliary systems, overheating components and rupturing a juncture. The liquid fuel sublimates into a poisonous gas that fills the freighter.

DATA FILE

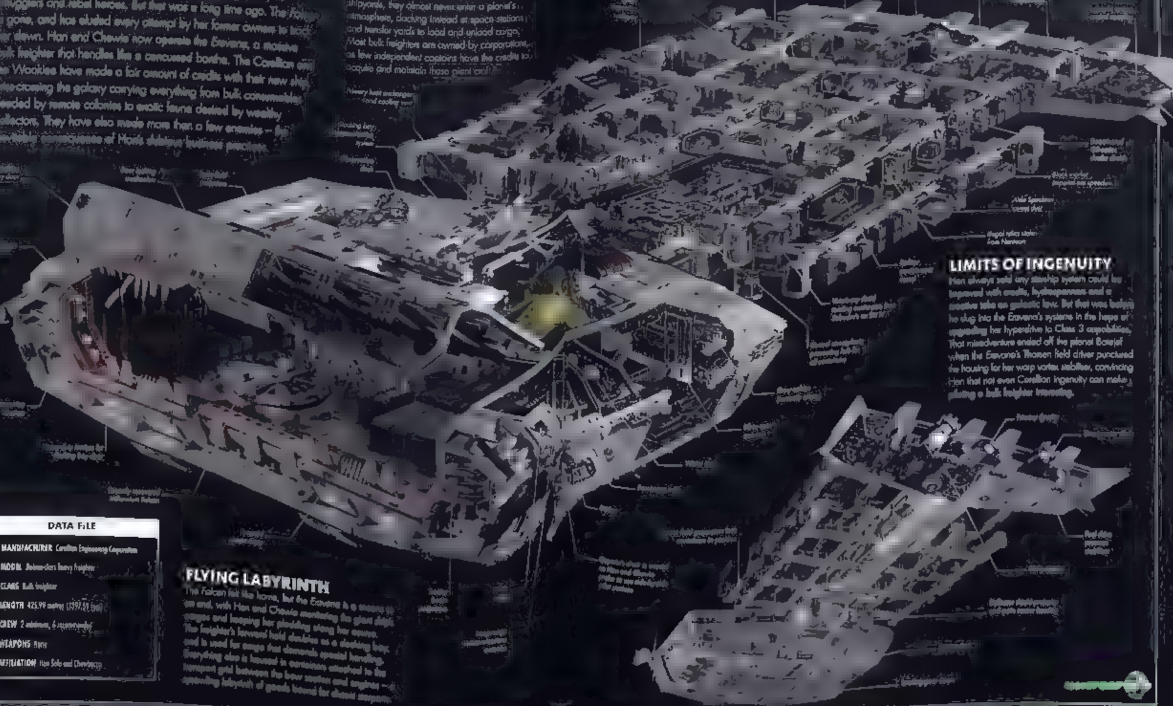
- **MANUFACTURER** Corellian Engineering Corporation
- **MODEL** Corellian YT-1300f light freighter (modified)
- **CLASS** Transport
- **LENGTH** 34.52 meters (113.25 feet)
- **CREW** 2 (minimum)
- **WEAPONS** 2 CEC AG-2G quad laser cannons; 2 Arakyd ST2 concussion missile tubes; 1 BlasTech Ax-108 "Ground Buzzer" blaster cannon
- **AFFILIATION** Unkar Plutt

HAN´S FREIGHTER

THE GALAXY REMEMBERS Han Solo and Chewbacca as the daredevil pilots of the *Millennium Falcon*, equally legendary as smugglers and rebel heroes. But that was a long time ago. The *Falcon* is gone, and has eluded every attempt by her former owners to track her down. Han and Chewie now operate the *Eravana*, a massive bulk freighter that handles like a concussed bantha. The Corellian and the Wookiee have made a fair amount of credits with their new ship, crisscrossing the galaxy carrying everything from bulk consumables needed by remote colonies to exotic fauna desired by wealthy collectors. They have also made more than a few enemies – the inevitable consequences of Han's dubious business practices.

MOVING CARGO

Bulk freighters such as the *Baleen*-class move huge amounts of cargo across the galaxy every day, and are essential to commerce. Built in orbital shipyards, they almost never enter a planet's atmosphere, docking instead at space stations and transfer yards to load and unload cargo. Most bulk freighters are owned by corporations, as few independent captains have the credits to acquire and maintain these giant craft.



LIMITS OF INGENUITY

Han always said any starship system could be improved with credits, hydrospanners and a creative take on galactic law. But that was before he dug into the *Eravana's* systems in the hope of upgrading her hyperdrive to Class 3 capabilities. That misadventure ended off the planet Batejef when the *Eravana's* Thorsen field driver punctured the housing for her warp vortex stabilizer, convincing Han that not even Corellian ingenuity can make piloting a bulk freighter interesting.

FLYING LABYRINTH

The *Falcon* felt like home, but the *Eravana* is a [illegible] end to end, with Han and Chewie monitoring the giant ship's gauges and keeping her plodding along her course. The freighter's forward hold doubles as a docking bay, and is used for cargo that demands special handling. Everything else is housed in containers attached to the transport grid between the bow section and engines – a sprawling labyrinth of goods bound for distant [illegible].

DATA FILE

- **MANUFACTURER** Corellian Engineering Corporation
- **MODEL** *Baleen*-class heavy freighter
- **CLASS** Bulk freighter
- **LENGTH** 425.99 meters (1397.59 feet)
- **CREW** 2 minimum, 6 recommended
- **WEAPONS** None
- **AFFILIATION** Han Solo and Chewbacca

HEROES OLD AND NEW

Reunited with their beloved Millennium Falcon, Han Solo and Chewbacca find new perils await them [illegible]. But new heroes have joined [illegible] the [illegible] the galaxy.

RESISTANCE TRANSPORT

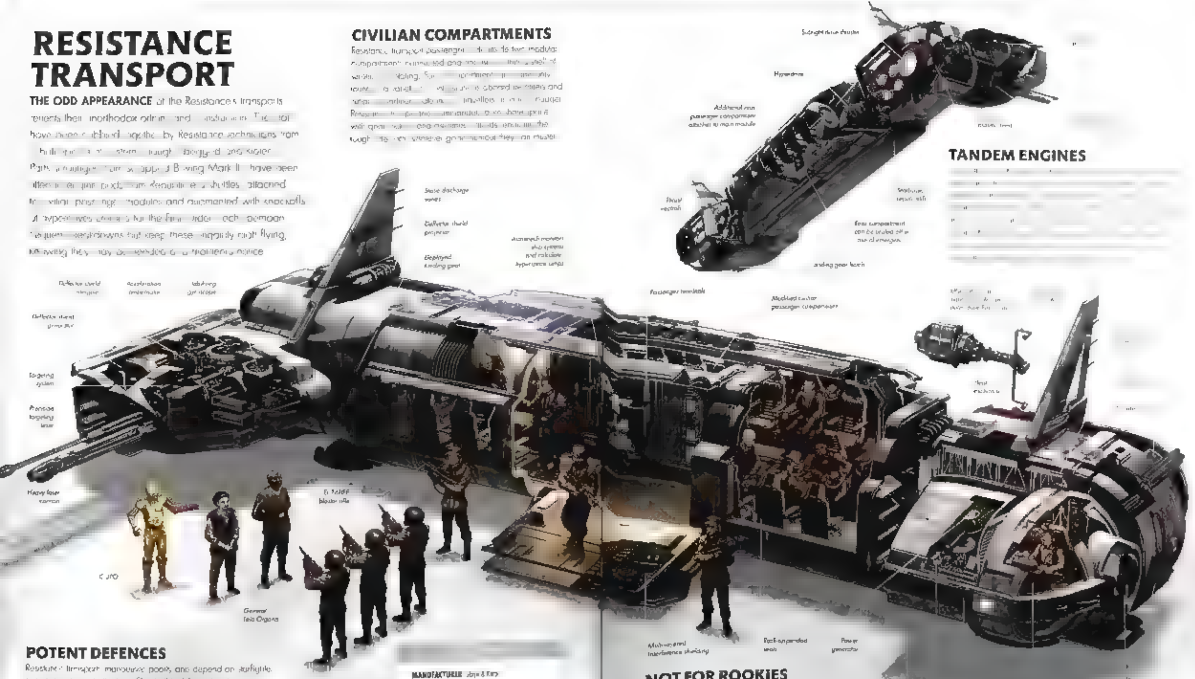
THE ODD APPEARANCE of the Resistance's transports reflects their unorthodox origin and [illegible]. The [illegible] have been cobbled together by Resistance technicians from [illegible] through [illegible] and [illegible]. Parts [illegible] from scrapped B-wing Mark IIs have been [illegible] engine pods from Republic-era shuttles, attached [illegible] passenger modules and augmented with [illegible] hyperdrives [illegible] for the First Order [illegible] frequent breakdowns that keep these [illegible] flying, knowing they may be needed at a moment's notice.

CIVILIAN COMPARTMENTS

Resistance transport passenger [illegible] two modular compartments [illegible] and [illegible] of [illegible] seating. [illegible] compartment [illegible] only [illegible] aboard [illegible] and [illegible] Resistance [illegible] share space with [illegible] and [illegible] tough [illegible] whenever [illegible] they can muster.

TANDEM ENGINES

[illegible]



Sublight drive thruster
Hyperdrive
Additional civilian passenger compartment attached to main module
Stern section
Rear compartment can be sealed off in case of emergency
Landing gear hatch
Static discharge vanes
Deflector shield projector
Deployed landing gear
Astromech monitors ship systems and calculates hyperspace jumps
Deflector shield projector
Acceleration compensator
Deflector shield generator
Targeting system
Precision targeting laser
Heavy laser cannon
EL-16HFE blaster rifle
C-3PO
General Leia Organa
Resistance honour guard
Passenger handrails
Modular civilian passenger compartment
Heat exchanger
Multi-layered interference shielding
Rack-suspended seats
Power generator
Life support systems

POTENT DEFENCES

Resistance transports manoeuvre poorly, and depend on starfighter escorts to intercept attackers. Should this defence fail, however, the transport can put up a tough fight. The weapons [illegible] requires [illegible] B-wing [illegible] a heavy laser [illegible] with [illegible] targeting [illegible] and [illegible] with their [illegible] the passenger compartment.

MANUFACTURER Slayn & Korpil

MODEL Unnamed Resistance transport

CLASS transport

WIDTH 16.3 metres (53.[illegible] feet)

CREW 1 pilot plus up to [illegible] passengers

WEAPONS [illegible] heavy laser cannon (standard)

AFFILIATION Resistance

NOT FOR ROOKIES

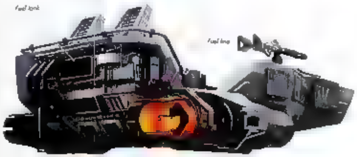
Transport pilots control their craft from a repurposed B-wing Mark II cockpit locked in place and restructured to allow for a docking hatch. The B-wing's life-support systems and portside deflector shield [illegible] have been [illegible] the [illegible] rotating. This [illegible] visibility [illegible] the pilot [illegible] displays and a sensor [illegible] to see the [illegible].

SNOW SPEEDER

THE FIRST ORDER USES these versatile light utility vehicles for a range of missions on the Starkiller Base, from patrolling the perimeter to resupplying outlying stations with equipment. The snow speeder is a simple and rugged model: basically a pair of seats, a platform for cargo, repulsorlifts and two turbines. Similar speeder trucks are a common sight on many worlds, but the military model favoured by the First Order has a higher-capacity generator than civilian craft, upgraded power converters and a mount and cable trunking to support a repeating blaster.

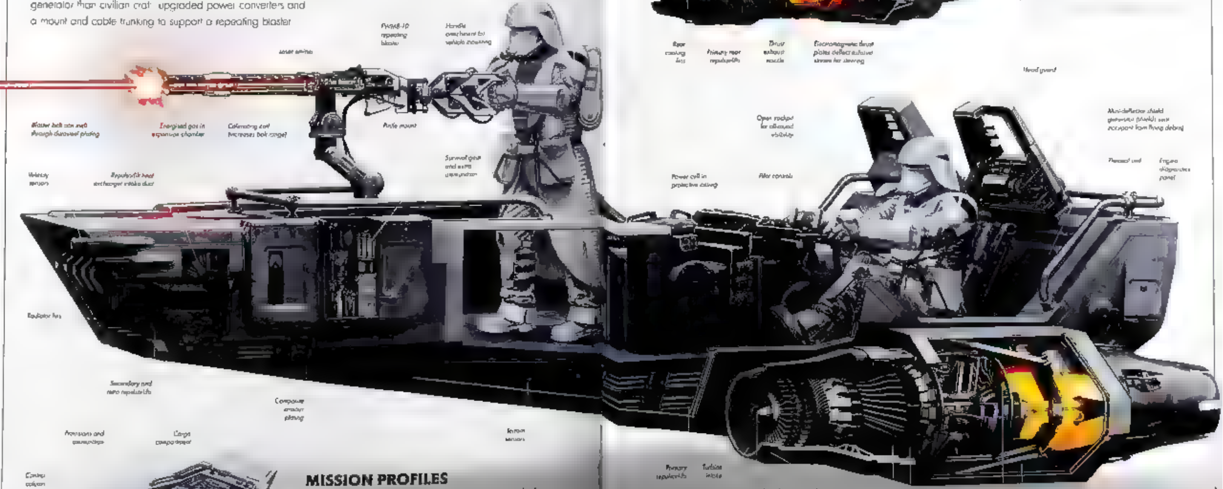
TOUGH ENOUGH

Temperature extremes are tough conditions for repulsorlift craft. Radiator fins dissipate the heat pumped out by power generators, but can fail to keep up in hot climates and shed too much heat in cold ones, resulting in generators burning out or locking up. The rugged snow speeder required little adaptation for the Starkiller Base, however: its radiator fins were insulated to dampen the heat exchange and electrostatic baffles were added to keep ice particles out of the turbine intakes.

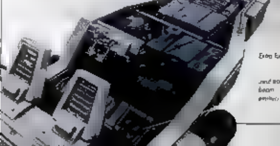

Back-up power cells
Power converters
Fuel tank
Fuel line
Rear cooling fins
Primary rear repulsorlifts
Thrust exhaust nozzle
Electromagnetic thrust plates deflect exhaust stream for steering

DATA FILE

- **MANUFACTURER** Aratech [illegible] Corporation
- **MODEL** Light Infantry Utility Vehicle (LIUV)
- **CLASS** Speeder
- **LENGTH** [illegible] metres ([illegible] feet)
- **CREW** 2 (standard complement) or [illegible] (maximum)
- **WEAPONS** 1 x MWB-10 repeating blaster
- **AFFILIATION** First Order


Laser sights
FWMB-10 repeating blaster
Handle attachment for vehicle mounting
Blaster bolt can melt through duraweel plating
Energised gas in expansion chamber
Collimating coil increases bolt range
Pintle mount
Survival gear and extra ammunition
Velocity sensors
Repulsorlift heat exchanger intake duct
Radiator fins
Secondary rear repulsorlifts
Composite armour plating
Terrain sensors
Head guard
Open cockpit for all-round visibility
Anti-deflection shield generator (shields seat occupant from flying debris)
Power cell in protective casing
Pilot controls
Thermal unit
Engine diagnostics panel
Primary repulsorlifts
Turbine intake
Main drive turbines
Electrostatic baffle before shield
Compressor blades
Multi-stage compression chamber
Fuel injectors
Repulsorlift field amplifiers

Provisions and [illegible]
Cargo compartment


Control column
Extra fuel
[illegible] tracker beam emitters

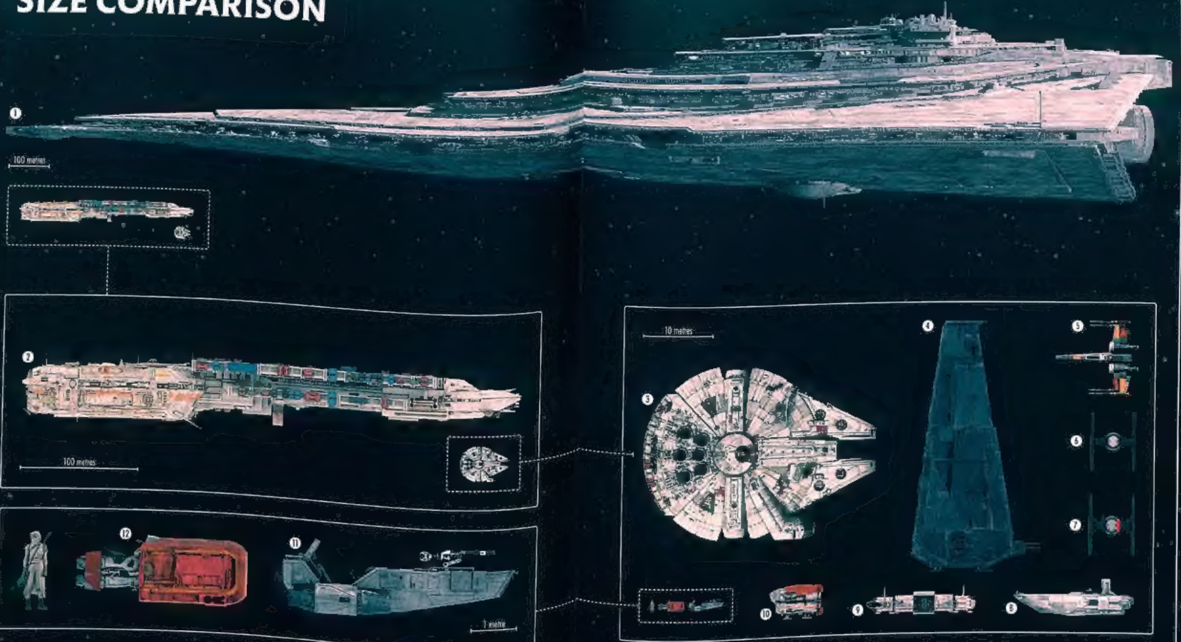
MISSION PROFILES

The speeder's gunner typically rides in the prow, scanning the horizon for targets. The repeating blaster's mounting attachment gives it a wide field of lateral fire, and it can be elevated or depressed to defend against both aerial threats and ground-based attacks. The blaster is easily removed and stowed for routine missions, with the speeder's prow instead used to transport equipment. Even while seated, the occupants are exposed to the elements and depend on heating coils built into their seats and thermal units behind them.

[illegible]

On a frigid world deep in the galaxy's Unknown Regions, the commanders of the First Order review their loyal troops, promising that the weak and corrupt New Republic will soon be swept away.

SIZE COMPARISON


①
100 metres
②
100 metres
⑫
⑪
1 metre
10 metres
③
④
⑤
⑥
⑦
⑩
⑨
⑧

1. ***Finalizer*** length 2,915.81 metres
2. **Han's freighter** length 425.99 metres
3. ***Millennium Falcon*** length 34.52 metres
4. **Command shuttle** Height 37.2 metres
5. **Poe's X-wing** length 12.48 metres
6. **TIE fighter** length 6.69 metres
7. **SF TIE fighter** length 6.69 metres
8. **Stormtrooper transport** length 17.83 metres
9. **Resistance transport** Width 16.18 metres
10. **Quadjumper** length 7.98 metres
11. **Snow speeder** length 5.33 metres
12. **Rey's speeder** length 3.73 metres

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ACKNOWLEDGMENTS

Kemp Remillard: First and foremost I'd like to thank Cameron Beck, Stacey Leong, Matthew Azeveda, and Chris Medley-Pole whose attention and help with Lucasfilm digital assets was indispensable in creating artwork for this book. Many thanks to J.W. Rinzler, Troy Alders, Pablo Hidalgo, Phil Szostak, Leland Chee, Newell Todd, Samantha Holland, Becca Friedman, Justin Chan, Mike Conte, Megan Matouzek, and everyone else on the 6th floor for their warm reception, hospitality, and help with *Star Wars* facts big and small. It's been a real pleasure working with such a great group here in San Francisco.

And of course, I'd like to thank Owen Bennett, David Fentiman, Tom Morse, and the team at DK in London for having faith in my promised ability to complete an essentially impossible art task, and for striking fear into my heart when they first asked me if I wanted to do this.

I would like to thank Jason Fry, whose collaboration on this book could not have been more enjoyable and for running with some of my crazy ideas.

I want to thank all of my good friends at Massive Black for teaching me the ways of the Force. I would also like to thank Hans Jenssen, Richard Chasemore, and everyone who worked on the original *Star Wars: Incredible Cross-Sections* for all the inspiration. Lastly, I have to thank JJ Abrams, Kathleen Kennedy, and George Lucas for making it all possible.

Jason Fry: Thanks to Pablo Hidalgo, Phil Szostak, Leland Chee, Jonathan Rinzler, and all at Lucasfilm for showing us such cool new stuff; to Jeff Carlisle, Ryder Windham, Chris Reiff, and Chris Trevas for ace Falconology; to Joe Johnston for, well, *everything*; to David and Owen at DK for keeping us on track; and to all the previous DK writers upon whose shoulders we stood. And, as always, to Emily and and Joshua for tolerating me.

DK Publishing: We would also like to thank Phil Szostak, Brian Miller, Natalie Kocekian, and Mike Siglain for their assistance with the creation of this book.

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First American Edition, 2015
Published in the United States by DK Publishing
345 Hudson Street, New York, New York 10014

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15 16 17 18 19 10 9 8 7 6 5 4 3 2 1
001–176207–December/2015

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Published in Great Britain by Dorling Kindersley Limited.

A catalog record for this book is available from the Library of Congress.
ISBN 978-1-4654-3815-7

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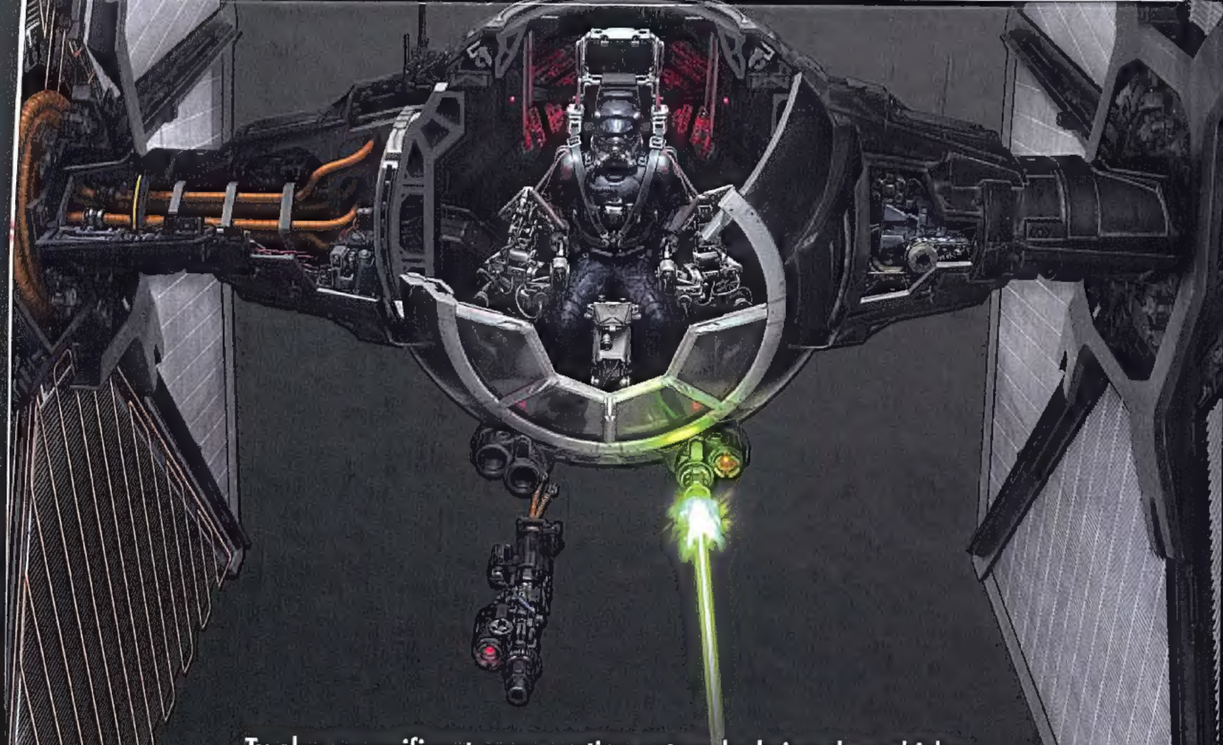

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